```
WAL::ISystem
       + update()
       + fixedUpdate()
       + getView()
       + ~ISystem()
WAL::System < Dependencies >
# wal
+ ~System()
+ System()
+ getView()
+ onUpdate()
+ onFixedUpdate()
+ onSelfUpdate()
+ update()
+ fixedUpdate()
# System()
# System()
# operator=()
```